



Board # m_nodes # m_boardState # m_playersPieces + Board() + Board() + Board() + GetNodeType() + GetAllNodesType() + GetSamePieceTypeNodeIndexes() + GetNodesCount() + GetBoardState() + GetPlayerPiecesOnTable() + GetPlayerPiecesToPlace() and 14 more... # CanRemovePiece() # GetNodeFromIndex() # GetIndexFromNode() # CountSamePiece()

